



Food and Agriculture
Organization of the
United Nations



SWM SUSTAINABLE WILDLIFE MANAGEMENT PROGRAMME

HUMAN-WILDLIFE CONFLICT ROLE-PLAYING GAME USER GUIDE

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Foreword

Active learning

The value of active learning strategies is being emphasized more and more in pedagogical approaches. According to studies, students are more likely to excel academically when educational resources are easily accessible, thereby encouraging active participation in the learning process. Role-playing games (RPGs) have a lot of potential, especially when the training's performance objectives involve complex problem-solving. Participants in these games do not just observe; they actively participate in simulations that require group decision-making and interaction.



Context

The SWM Programme in Zimbabwe created RPGs especially for use in Farmer Field Schools. Their primary aim is to learn about human–wildlife conflict (HWC) scenarios alongside the farmers who are most impacted by them. The RPG will be facilitated by resource monitors, who serve as field agents responsible for sustainable wildlife management. Their role includes guiding decision-making processes to identify viable solutions for preventing, minimizing and compensating the impact of HWC. This RPG serves as an instrumental data-collection tool for Resource Monitors, focusing on the various contexts and scenarios related to HWC, which basically link it to the G-Events mobile application.



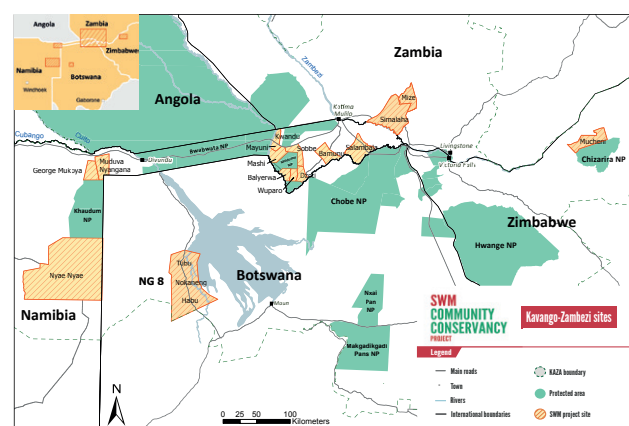
The Sustainable Wildlife Management (SWM) Programme

The SWM Programme is a major international initiative that aims to improve the conservation and sustainable use of wildlife in forest, savannah and wetland ecosystems. It is being funded by the European Union with co-funding from the French Facility for Global Environment (FFEM) and the French Development Agency (AFD). Projects are being piloted and tested with governments and communities in 16 participating countries. The initiative is coordinated by a dynamic consortium of four partners, namely the Food and Agriculture Organization of the United Nations (FAO), the Center for International Forestry Research and World Agroforestry (CIFOR-ICRAF), the French Agricultural Research Centre for International Development (CIRAD) and the Wildlife Conservation Society (WCS).

For more information please visit:

<https://swm-programme.info>

In Southern Africa, the SWM Programme supports the development of a network of community conservancies to improve ecological connectivity and socioeconomic sustainability in the Kavango-Zambezi (KaZa) landscape, the world's largest transfrontier conservation area. Community conservancies encourage the sustainable use of natural resources and measures to reduce human-wildlife conflict. The map below displays the conservancies in Botswana, Namibia, Zambia and Zimbabwe that are currently supported by the SWM Programme.



Source: NACSO/WWF in Namibia; Wild Entrust Africa; Peace Parks Foundation; UN 2022 Map of Africa <https://www.un.org/geospatial/content/africa-2>

The boundaries and names shown and the designations used on this/these map(s) do not imply the expression of any opinion whatsoever on the part of FAO concerning the legal status of any country, territory, city or area or of its authorities, or concerning the delimitation of its frontiers and boundaries.

Approach

Goal

The human–wildlife conflict role-playing game has two goals:

- The first goal concerns the communities affected by human–wildlife conflicts (HWCs). The aim of the role-playing game (RPG) is to integrate the farmers' understanding of the HWC context into a strategy aimed at reducing the negative impacts of HWC. The process involves jointly drawing up a situational diagnosis, understanding the factors and aspects linked to their current context, and selecting the most appropriate solutions that they can apply themselves.
- The second goal is for wildlife experts (e.g. resource monitors, game scouts) to understand the HWC context, as their responsibility is to assist the affected communities. Exchanging roles during the RPG will help them explore alternative solutions and approaches.

Maximum number of players

- The game is designed for a maximum of six to eight players, with different or similar roles, around the table. Exceeding this number can lead to too many disagreements and force some players to adopt a passive role.

Outcomes

- For community members affected by HWC, the expected outcome is a jointly-decided roadmap on how to prevent and reduce the burden of HWC.
- For wildlife experts responsible for helping the affected farmers, it will help them understand that reducing the impact of HWC cannot be done with a stand-alone solution, but rather requires a landscape approach.

Duration

- The first round will take around an hour, including an explanation of how to play the RPG as well as moderating a game session.
- The second round will be shorter, between 15 and 30 minutes, but the aim will be to repeat the session two or three times on the same day.

Material

Contents of the RPG kit

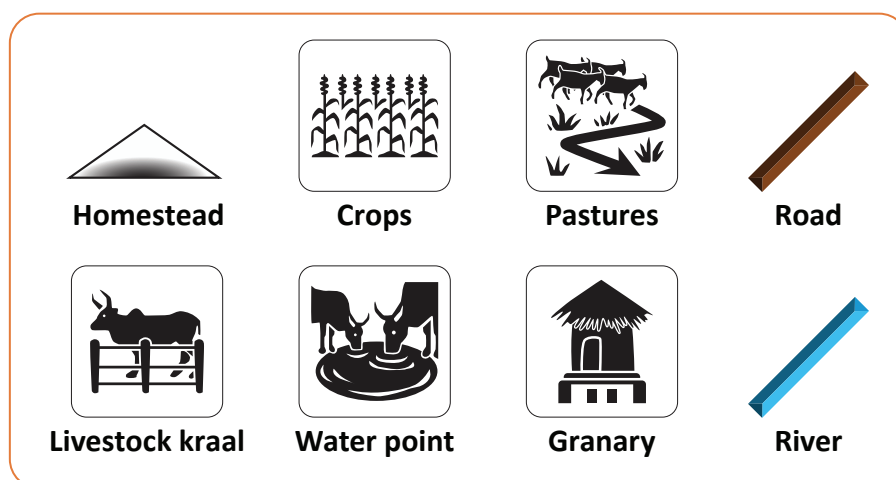
An HWC-RPG kit contains:

- a 2 × 1-metre green mat representing the landscape;
- three types of wooden pieces¹ representing landscape features, problem animal species and mitigation solutions, grouped in small cotton bags;
- two-page information sheets for each problem species;
- two-page information sheets for each mitigation solution; and
- a user guide to the HWC-RPG (this document).

Landscape

To represent the landscape and its features, the HWC-RPG kit contains:

- Square wooden pieces (5 × 5 cm) stamped with pictograms represent homesteads, livestock kraals, crops, waterpoints, pastures and granaries. The kit contains 20 of each.
- Wooden sticks (1.5 × 10 cm) represent roads and rivers. The kit contains 25 of each.



LANDSCAPE PIECES

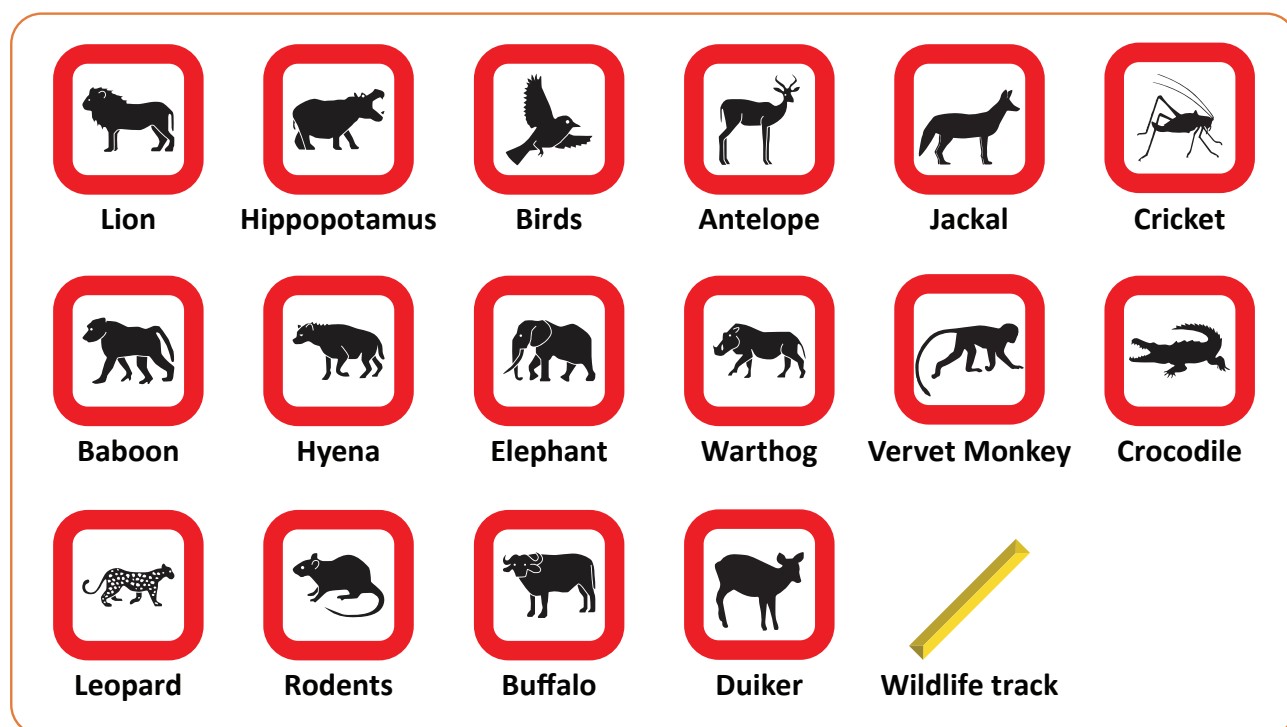
¹ Wooden pieces can be replaced by cardboard pieces.

Conflicts with problematic species

To represent the nature of the conflicts, the HWC-RPG kit contains:

- Wooden pieces painted red (2 × 2.5 cm) are stamped with the pictogram of each problematic species. Each kit contains 10 pieces for each species.

- A two-page information sheet for the main problematic species (elephant, lion, hippopotamus, hyena, baboon and crocodile) contains information on the characteristics of the species, the behaviours to be taken into account (e.g. why this species is problematic), and a list of potential solutions to be used.
- Yellow wooden sticks (1.5 × 10 cm) represent wildlife tracks. Each kit contains 15 sticks.



PROBLEMATIC SPECIES PIECES

Mitigation solutions

Each HWC mitigation solution proposed is represented by a 2 × 2.5-cm piece of wood painted green and stamped with the pictogram of the proposed solution. Each RPG kit contains five of each solution.

- The following mitigation solutions are grouped into five categories according to the main impact expected from their use (blocking access, chasing away, removing individuals, preventing, compensating).
- Two-page factsheets and animated PowerPoint slides are available for a simple and easy understanding of the use of the proposed mitigation solutions.

CHASING AWAY



Chilli propellant



LED light



Watchtower



Visual and sound repellent



Chilli brick

REMOVING



Sedative



Problem animal control



Camp and cage trap

BLOCKING ACCESS



Reinforced livestock kraal



Electric fence



Chilli string



Mobile boma



Trench



Beehive fence



Crocodile fence



Cow bell fence



Reflective bottle fence

PREVENTING



Reporting



Understanding animal behaviour



SMS alert



Alternative crops



Land-use planning

COMPENSATING

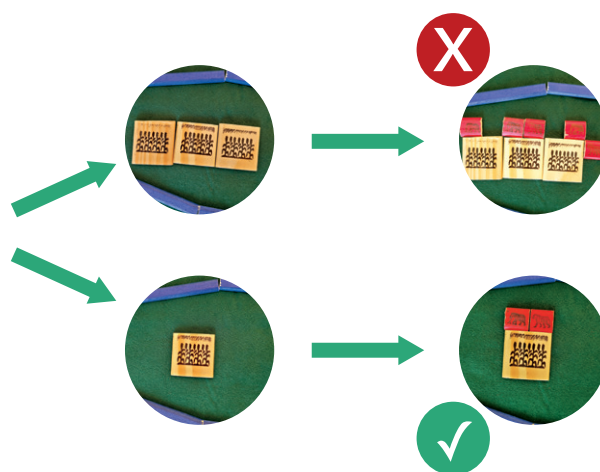
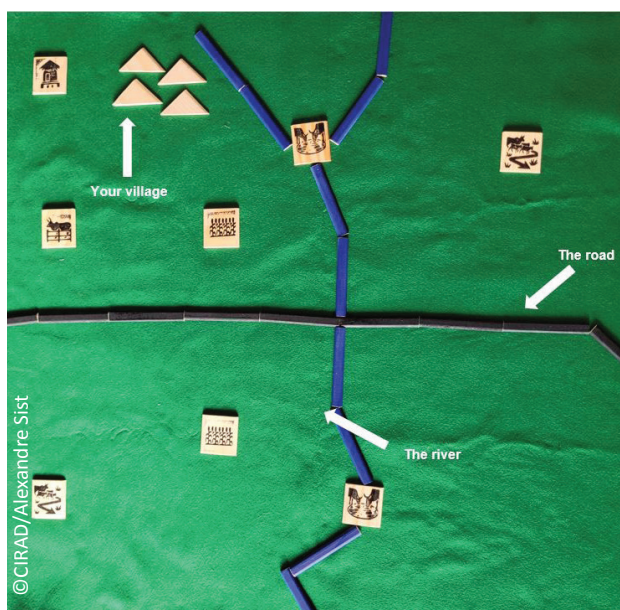


MITIGATION SOLUTIONS PIECES

How to play

Step 1: Contextualizing the landscape

- Use the stamped white wooden pieces as well as the blue-and-black wooden sticks to represent your landscape by placing them on the green mat to show your homestead, crops, pastures, kraals and granaries, as well as roads, rivers and water points.
- To avoid cluttering up the green mat, you can represent neighbouring crops, houses, pastures, granaries or livestock kraals by grouping them as shown in the pictures.

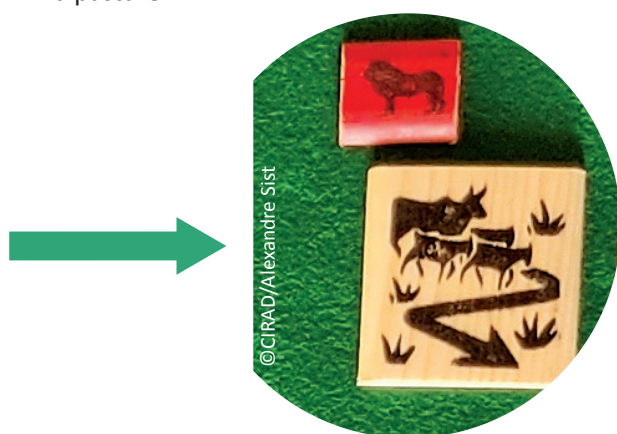


©CIRAD/Alexandre Sist

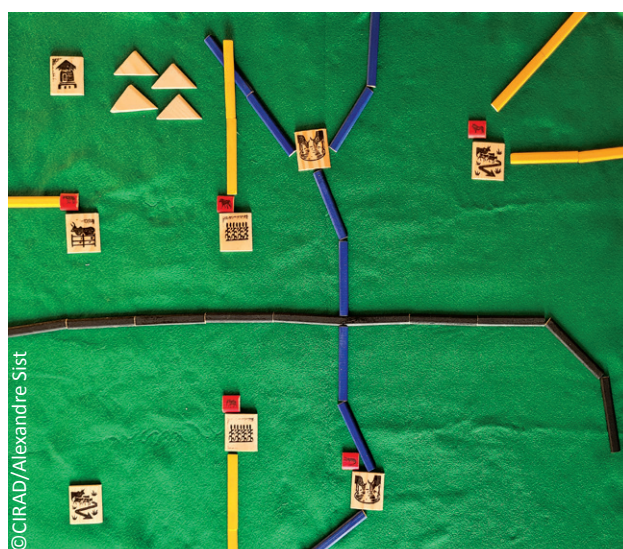
Step 2: Showing the HWC “crime scene”

Locate on the green mat the places where conflicts have occurred, along with the type of conflict and the culprit species.

- For example, if you had a conflict with a lion preying on livestock in a grazing area, position a red wooden piece with the pictogram of a lion close to the white piece of wood with the pictogram of a pasture.



- Locate the animal paths (where the animal comes from) on the green mat with the yellow wooden sticks.



Step 3: Select the best mitigation approach

To build the best possible mitigation scenario, use a mitigation hierarchy approach that aims at (i) preventing, (ii) minimizing and (iii) compensating the impact of HWC.

Preventing: the first step of the conflict resolution comprises measures taken to avoid conflicts with wildlife (e.g. a participatory land-use plan that prevents human–wildlife interactions by separating).

Minimizing: These are measures taken to reduce the duration, intensity and/or extent of conflicts that cannot be completely avoided. Effective minimization, such as measures to reduce crop or livestock loss, can eliminate some negative impacts.

Compensating: This measure aims to compensate for any residual impacts after full implementation of the previous steps of the mitigation hierarchy. Compensation is often complex and expensive.

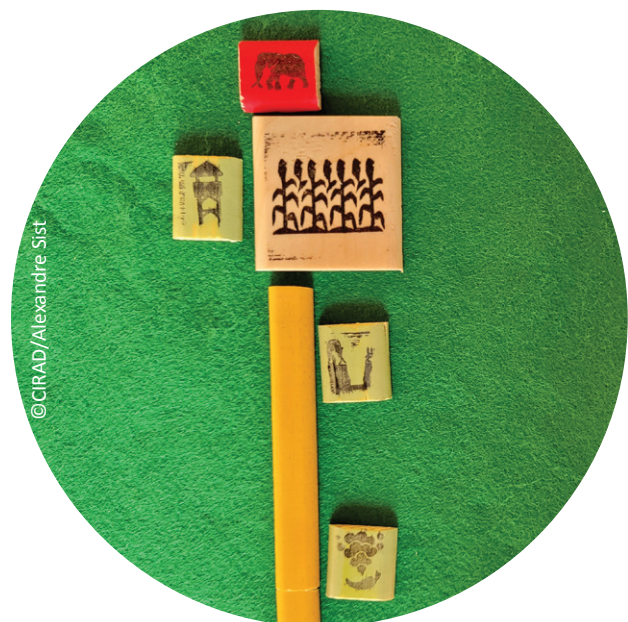
Step 4: Select the most appropriate mitigation solutions

Document and place on the playing mat solutions already used by the community (e.g. a crocodile fence used for a conflict with crocodiles).

- Discuss the efficiency of the current solutions.
- Use supporting documents (factsheets and animated PowerPoint) to improve the effectiveness of current solutions.

Select additional solutions to prevent access by, chase away or remove problematic animals, or compensate HWC for each problem.

- Address each problem one by one, looking at how to prevent conflict situations.
- Use supporting documents (factsheets and animated PowerPoint) to explain how to produce and use the solutions.
- Several solutions can be be used for the same conflict to reduce it as much as possible (e.g. watchtower combined with a chili fence and chili brick to deal with elephants).



Consolidate a landscape-level HWC management-strategy.

- Prioritize the areas of intervention according to the main impact to be prevented/avoided/minimized. This step enables you to select what is crucial and eliminate solutions/measures that could be applied later.
- Distinguish between solutions for a specific situation and location (e.g. fencing a crop field) and those to be applied at the landscape level (e.g. adapted land-use plan, reporting an HWC incident using the paper-based Management Oriented Monitoring System – MOMS). Common solutions should be positioned at the main homestead level (choose the homestead wooden piece that will be the main homestead) indicating that they will concern the whole game board.

Recording the outcome

Step 5: Record what has been decided by the participants

What comes out of the game needs to be recorded so that the participants leave the session with a written summary of the HWC-RPG results and the agreed-upon way forward for following up.

At the community level: Participants can take a picture of the board with a phone and/or make a schematic drawing of it. An A1-page form for the recap of the decision taken also needs to be filled out. The type of conflict, solutions linked to that conflict, and scale (local, specific area or all-landscape) will be requested in this form (see the form

below). If a drawing is made, fill it out in that form. In that way, communities can have a written record of the game session and can consult it anytime to follow up on what has been decided.

Natural resource monitors, wildlife officers and game guards: Participants can use the G-Events app² to record what has been decided so that monitoring of the impact of the foreseen mitigation measures can be made later. A picture of the green mat at the end of the game needs to be uploaded to G-Events, and a summary of what is on the board needs to be uploaded to the respective event on the G-Event application. Additionally, screenshots of what has been recorded on the application can also be shared with the communities.

² Please refer to the G-events user guide.

HWC-RPG reporting form

Date:

Location:

We understand that the purpose of the HWC-RPG session is to agree on a vision for the territory and together draft a road map that connects the project actions to this vision. We agreed on the following points: Voluntary participation in the HWC-RPG;

- 1. Pictures taken during the HWC-RPG session could be used for the project documentation;
- 2. Discussions of the HWC-RPG session will only be used for the project;
- 3. The form will be used as a record of participation throughout the project.

ATTENDANCE LIST:

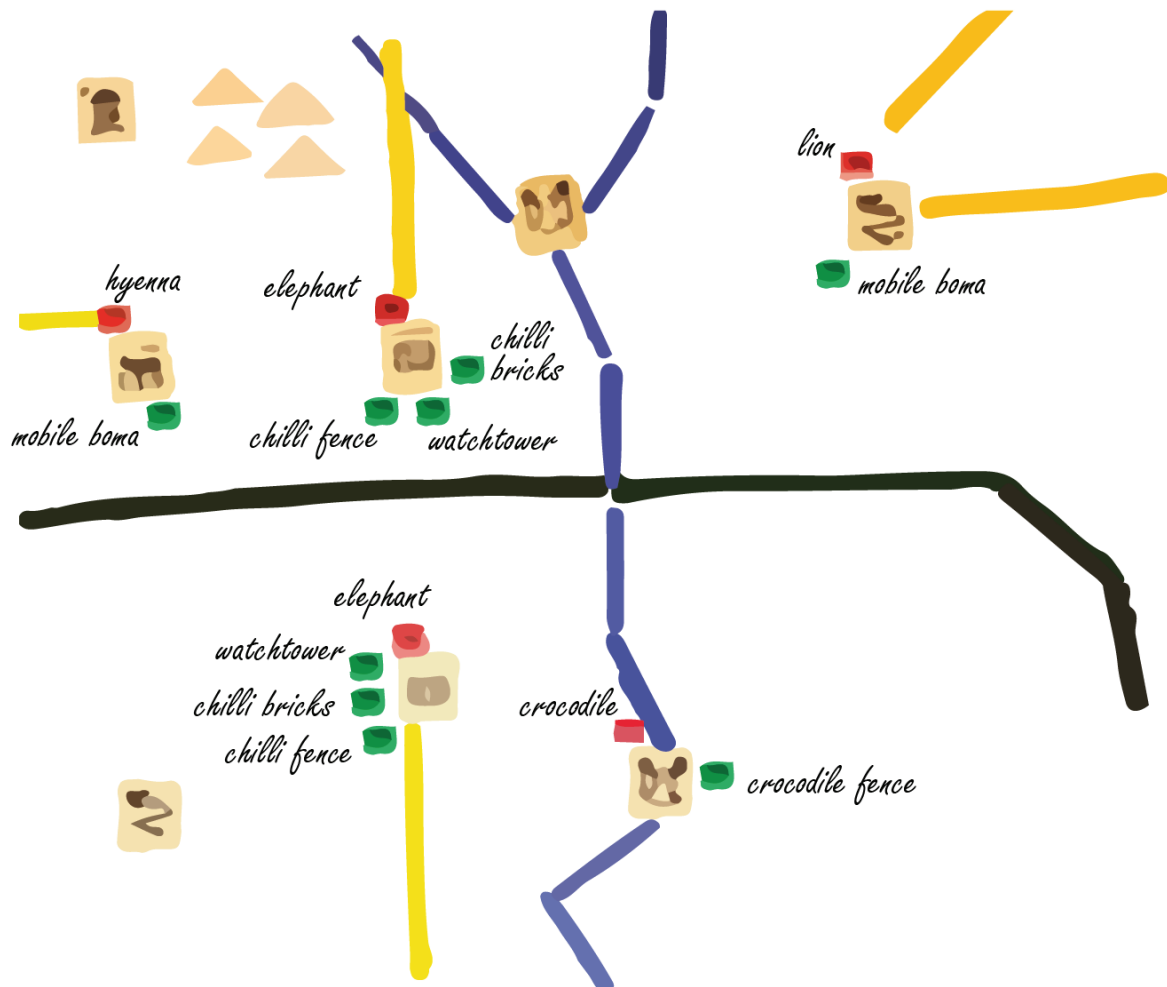
	First name	Last name	Organization/Village and ward	Position	Gender	Telephone	Signature
1							
2							
3							
4							
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6							
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8							

GAME SESSION RECORD:

Problematic species	Property affected (crop, livestock...)	Number of solutions	Types of solution	Scale (local, specific area, all-landscape)

Record the types of conflict and the associated solution(s) in the table below. Also, add the scale to which the solutions will be applied.

Drawing of the game mat



The logo features the text 'SWM PROGRAMME' in the center. 'SWM' is in a large, bold, green sans-serif font, and 'PROGRAMME' is in a smaller, bold, orange sans-serif font below it. Surrounding the text are several concentric, broken circular lines in green, orange, and yellow, creating a dynamic, spiral-like effect.

SWM PROGRAMME

KaZa-SWM Programme, Cirad,
6 Lanark Road, Harare, Zimbabwe
ciradzim@cirad.fr / +236 773 594 649

www.swm-programme.info
swm-programme@fao.org



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